JVC® Instructions

EDITING CONTROL UNIT
RM-G810U

For Customer Use:
Enter below the Serial No. which is located on the bottom of the cabinet. Retain this information for future reference.

Model No. **RM-G810U**

Serial No.

PGD30002-113

WARNING:
TO PREVENT FIRE OR SHOCK HAZARD, DO NOT EXPOSE THIS UNIT TO RAIN OR MOISTURE.

This unit should be used with 12 V DC only.
CAUTION:
To prevent electric shocks and fire hazards, do NOT use any other power source.

NOTE:
The rating plate (serial number plate) is on the bottom of the unit.

CONTENTS

Features 2
Controls and connectors 3
Connections 6
Remote control of tape transport and dial search 7
Automatic editing 8
Automatic editing Technique A 9
Automatic editing Technique B 11
Manual editing 13
Supplemental information on editing 13
Function select switches 15
Additional facilities and operations 16
Specifications 18

FEATURES

Operation in conversational manner
Editing procedure is easier to follow than ever because you are kept informed of the button to be pressed next by the flashing of its indicator.

Confirmation with electronic alarm
An electronic alarm beeps when tape control buttons are pressed, or at the start of preview, perform and review, or at edit-in and edit-out points so that you can confirm the operation.

Dial search control for both the recorder and player
Two search dials, one for the player and the other for the recorder, vary the tape playback speed. In the fully-turned position, they allow search at the maximum search speed available with the connected recorder or player.

Jog control for both recorder and player
The search dials are constructed as dual concentric controls; the inner dials function as a jog dial which regulates the tape movement, accurately responding to the speed of turning the dial in either direction. When the jog dial is kept stationary, the picture is likewise in the still mode. This function is available when the RM-G810U is used with the BR-S810U Editing Recorder.

Automatic control of edit-in and edit-out points
By entering the edit-in points of the player and recorder and the edit-out point of the player or recorder in memory, the start and end of an edit can be controlled automatically. Another technique is to enter the edit-out points of the player and recorder, and then, by entering the edit-in point of either unit in memory, the edit-in point of the other unit will be determined automatically.

Variable preroll times.
Four different preroll times can be selected depending on the situation: 3, 5, 7 and 10 sec.
With the preroll time set to 7 sec or 10 sec, the capstan bump mode is available for higher editing accuracy.

Switchable tape counter/lap timer
Two displays are provided for independent indication for the player and recorder. Edit points held in memory can be displayed or the duration of an edit (the time from the edit-in point to the edit-out point) can be displayed. With the LAP button pressed to ON, the elapsed time from the edit-in point is indicated in frames.

Audio monitor level adjustment
The audio monitor level adjustment mechanism permits the sound level in the high-speed search mode to be reduced.

Easy location of edit points
The "go-to" function lets you call up the edit points of the recorder and player to be checked on the monitor screen.

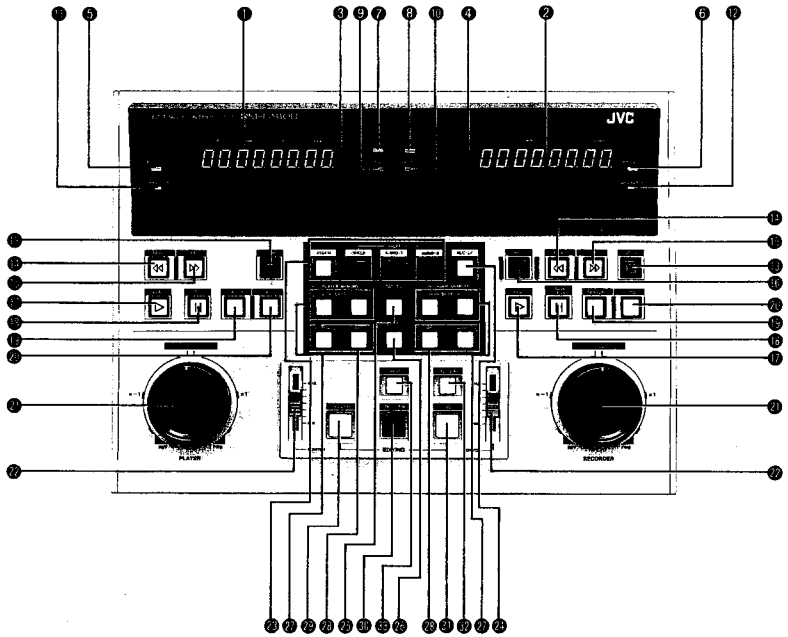
Frame-by-frame edit-point correction
The SHIFT button makes it easy to correct the entered edit-in or edit-out point in frames.

Preview and review editing
Using the preview mechanism, rehearsal of editing is possible. After editing, the review mechanism rewinds the tape in the recorder to the edit-in point and automatically starts playback for checking the edit.

Return mechanism speeds up editing
After completion of one edit, the recorder automatically returns to the edit-out point and enters the Still mode. This makes possible speedy assemble editing by entering the edit-in and edit-out points for the player.

45-pin parallel remote control connectors
JVC's exclusive 45-pin remote control connectors for the player and recorder permit a wide choice of feeder and editing recorder models to be used in an editing system.

CONTROLS AND CONNECTORS



INDICATOR SECTION

❶ **Counter display for player**
❷ **Counter display for recorder**
Indicates tape running in hours, minutes, seconds and frames. Also indicates edit points, edit lap time and the duration of edits.
❸ **Entry indicator for player**
❹ **Entry indicator for recorder**
When an edit-in or edit-out point is entered in memory, the corresponding indicator lights.
❺ **EJECT button for player**
❻ **EJECT button for recorder**
Press to remove the video cassette from either corresponding unit.
❼ **LAP button for player**
❽ **LAP button for recorder**
When this button is pressed to ON, the corresponding display indicates the elapsed time from the edit-in point, if it has been entered, or from the previous edit-in point, if no new edit-in point has been entered.
❾ **RESET button for player**
❿ **RESET button for recorder**
When the RESET button is pressed, the tape counter reading, lap time or entered edit points are all cancelled. If the LAP button is in the ON position, the lap time and entered edit points are cancelled.
⓫ **SERVO LOCK indicator for player**
⓬ **SERVO LOCK indicator for recorder**
Lights when the VCR servo system is locked for normal operation.

PLAYER & RECORDER CONTROL SECTIONS

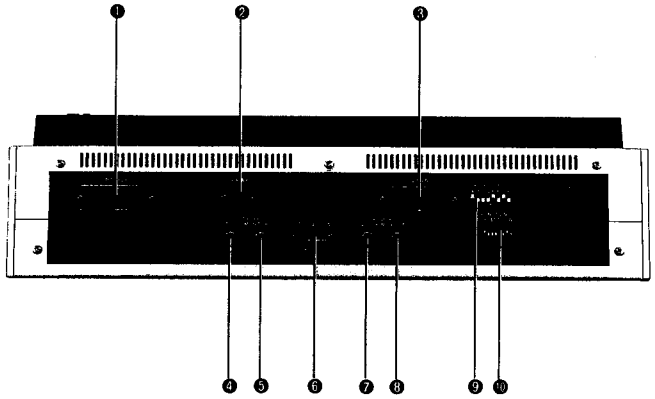
Function buttons and controls are duplicated on the player and recorder control sections.

⓭ **STOP button**
Press to stop the tape and engage the Stop mode.
⓮ **Fast Forward button (FF)**
Press to fast forward the tape in the Stop mode. When this button is pressed during playback, the tape is searched at about 10 times normal in the forward direction (if the VCR to be controlled is the BR-S810U).
⓯ **Rewind button (REW)**
Press to rewind the tape in the Stop mode. When this button is pressed during playback, the tape is searched at about 10 times normal speed in the reverse direction (if the VCR to be controlled is the BR-S810U).
⓰ **Record button (REC)**
Press together with the PLAY button to start recording. When the REC button is pressed on its own in the play mode, the E-E picture is available while it is being pressed.
⓱ **PLAY button**
Press to start playback, or together with the REC button to start recording.
⓲ **PAUSE/STILL button**
Press to stop the tape temporarily during recording or playback. To cancel the Record-Pause or Still mode, press the PLAY button.
⓳ **SEARCH button**
Press to change the playback speed instantly to that previously set with the rotary search dial.
⓴ **JOG button**
Pressing this button makes the rotary jog dial operative.
㉑ **Rotary search/jog dial**
This dial is constructed in the form of dual concentric controls; the outer control functions as a search dial and the inner one functions as a jog dial.
Search dial: When the dial is set to STILL (center position), the Still mode is entered. When the dial is turned clockwise toward FWD, forward playback takes place at a speed corresponding to the dial setting. When the dial is turned counterclockwise toward REV, reverse playback takes place at a speed corresponding to the dial setting. The search speed is continuously variable depending on the player and recorder models used. If the control mode is changed by any function button, the dial setting remains unchanged.
Jog dial: Use the jog dial to view the tape manually; the tape moves at a speed with which this dial is turned. When the dial is turned clockwise from the STILL position, forward playback takes place, and vice versa. When the dial is stationary, the picture is still. The jog mode is not available in the Edit or Record mode.
㉒ **MONITOR LEVEL control**
Adjusts the level of the output signal from the rear panel AUDIO MONITOR OUT connector. Convenient for reducing the audio monitoring level during search.

EDITING CONTROL SECTION

㉓ **Edit mode select buttons**
To select either assemble or insert editing and the signal(s) to be inserted (video, audio-1 or audio-2). Set these buttons before starting preview editing or perform editing.
ASSEM: To assemble-edit the video, audio-1 and audio-2 signals.
VIDEO: To insert-edit the video signal.
AUDIO-1: To insert-edit the audio-1 signal.
AUDIO-2: To insert-edit the audio-2 signal.
These three INSERT buttons can be applied in any combination by pressing them to ON.
Notes: When any of these buttons is pressed to ON, the corresponding indicator lights. To switch it OFF, press again.
When the ASSEM button is pressed to ON, all INSERT buttons are automatically switched OFF. When any one of the INSERT buttons is pressed to ON, the ASSEM button is automatically switched OFF.
㉔ **REC-EE button**
To monitor the recorder's input signal (signal from the player) on the TV monitor connected to the recorder. To cancel the E-E mode, press this again. Or start editing by pressing the PREVIEW or PERFORM button.
㉕ **CANCEL button**
To clear the entered edit points. Press this button while pressing the IN or OUT button to cancel the corresponding edit point.
㉖ **ENTRY button**
To enter an edit point in memory, press this button while pressing either the IN or OUT button.
㉗ **SHIFT buttons (+, –)**
To correct the entered edit point, press either button while pressing either the IN or OUT button.
㉘ **IN/OUT buttons**
Press the corresponding button to enter, shift, cancel or display the edit-in or edit-out point.
㉙ **EDITING PREVIEW button**
For rehearsal editing.
㉚ **EDITING PERFORM button**
For actual editing.
㉛ **EDITING STOP button**
Press to stop editing.
㉜ **REVIEW button**
To review the edit immediately after it has been made.
㉝ **GO TO button**
To locate the entered edit point and engage the Still mode.

REAR PANEL



1 RECORDER REMOTE (45-PIN) connector
Connect to the REMOTE connector of a video cassette recorder to be used as a recording deck.

2 FRAME select switch
Select either "25" or "30" depending on the TV signal system.
25: Set to this position when editing in a 25-frame system such as PAL.
30: Set to this position when editing in a 30-frame system such as NTSC.

3 PLAYER REMOTE (45-PIN) connector
Connect to the REMOTE connector of a video cassette recorder to be used as a source playback deck.

4 RECORDER AUDIO MONITOR IN connector
Connect to the recorder's AUDIO MONITOR OUT connector.

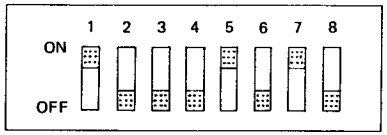
5 RECORDER AUDIO MONITOR OUT connector
Connect to the audio input terminal of a TV monitor. The audio signal from the recorder will be monitored.

6 BUZZER switch
To select the function of the electronic buzzer which beeps when control buttons are pressed.
OFF : Beeps are not available.
1 : The buzzer beeps when any button on the RECORDER or PLAYER control section is pressed, and in the situation described for position "2" below.
2 : The buzzer beeps when any button on the editing control section is pressed, or at the start of preview, perform and review and at the end of editing.
Note: With the buttons CANCEL, SHIFT, ENTRY and GO-TO, the buzzer beeps when these buttons are pressed together with the IN or OUT button.

7 PLAYER AUDIO MONITOR IN connector
Connect to the player's AUDIO MONITOR OUT connector.

8 PLAYER AUDIO MONITOR OUT connector
Connect to the audio input terminal of a TV monitor. The audio signal from the player will be monitored.

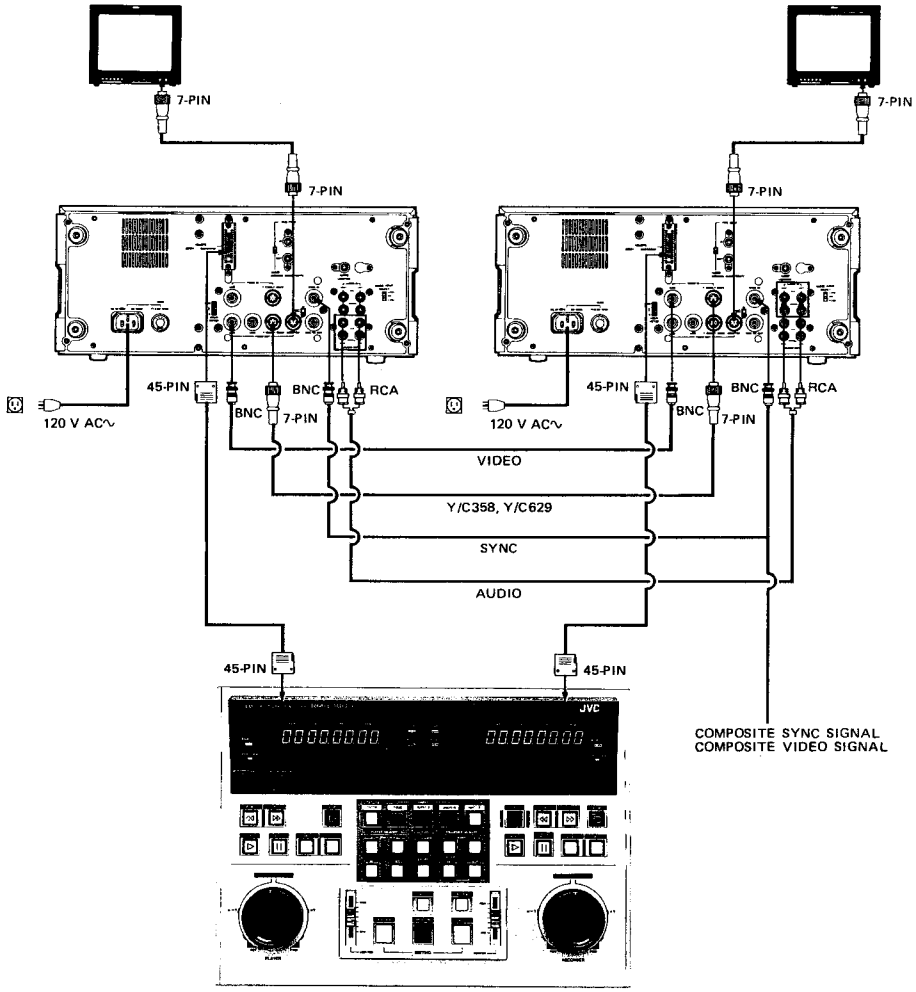
9 FACTORY PRESET
FACTORY PRESET function select switches are preset as follows:



10 FUNCTION SELECT SW
Refer to page 15.

CONNECTIONS

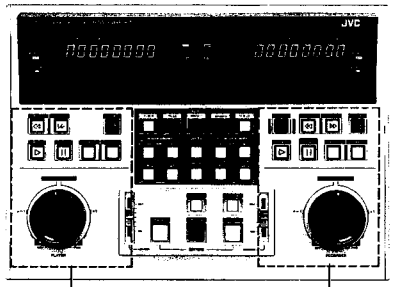
- Be sure to switch off the power of both the recorder and player before making connections.
- To connect the remote control cable to this unit and the recorder/player, press the connector lock button on the cable and insert the plug into the socket while aligning the " ◄ " mark on the plug with that of the socket.



Editing Control Unit RM-G810U

REMOTE CONTROL OF TAPE TRANSPORT AND DIAL SEARCH

REMOTE CONTROL



PLAYER Control Section

RECORDER Control Section

- The tape loaded in the player can be controlled by the buttons of the PLAYER control section.
- The tape loaded in the recorder can be controlled by the buttons of the RECORDER control section.
- The function of each button is identical to that of the corresponding button on the recorder/player.

Notes:
- Be sure to set the LOCAL/REMOTE switches of both the recorder and player to REMOTE.
- After the system has been switched on, first turn the search dials of the RM-G810U in both directions so that they function properly in subsequent operations.

SHUTTLE SEARCH AND JOG CONTROL

The arrangement of the search dial and the jog dial is concentric; the outer control functions as a search dial and the inner, a jog dial. These functions are especially convenient for quick location of edit points. Those on the RECORDER and PLAYER control sections are identical in function.

SEARCH

Turn the outer dial until the desired search speed is reached.
- The STILL position (center click-stop) provides a still picture.
- Turn the dial clockwise to search in the forward direction and counterclockwise to search in the reverse direction.
- The X1 click-stop provides normal speed in the forward direction, and X-1, in the reverse direction.
- The available search speed differs depending on the player and recorder models used. Refer to the instructions of each model.

Notes:
- Pressing the SEARCH button instantly changes the playback speed to correspond to the search dial setting.
- When the dial is set to the X1 click-stop, the internal sync mode is automatically entered.

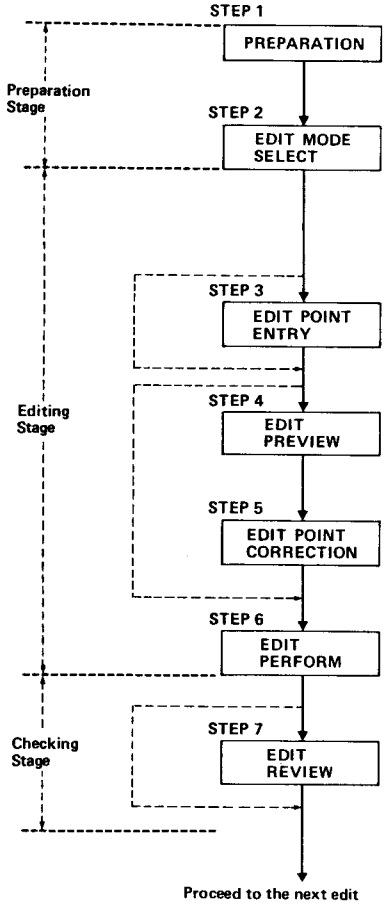
JOG

Press the JOG button or directly turn the inner dial.
- A still picture is obtained at any moment you stop turning the dial.
- To move the picture in the forward direction, turn the dial clockwise; to move it in the reverse direction, turn counterclockwise.

To cancel the search or jog mode:
- Press the PLAY, PAUSE/STILL, FF, REW or STOP button according to the mode you want to enter next. The search dial setting remains unchanged.

AUTOMATIC EDITING

Flow chart



- This chart shows the procedure for automatic editing. The conversational operation system lets you know the next step to follow by a flashing indicator.
- Engagement of each mode is signaled by an electronic beep.
- Of these steps, some can be omitted depending on the editing technique. For example, if preview editing is not required, steps 4 and 5 can be omitted.
- Do not use the beginning section of about 10 seconds of the tape for editing or recording.

STEP 1 PREPARATION

RECORDER (Example: BR-S810U)

1. Set the INPUT select switch as required.
2. Set the SYNC select switch to VIDEO (or EXT (EDIT) if external sync is to be used by applying the same external sync signal as that applied to the player).
3. Adjust the audio recording level with the AUDIO LEVEL controls. It is recommended that the LIMITER switches be set to ON.
4. Set the FRAME SERVO switch to ON if framing servo is to be applied.
5. Set the REC VIDEO INPUT to LINE, YC358 or YC629.

PLAYER (Example: BR-S810U)

Set the SYNC select switch to VIDEO (or EXT (PB) if external sync is to be used.)

- When a preroll time of 7 sec is used, the capstan bump mode is engaged for the first 2 sec of playback after preroll, in which the recorder tape running is adjusted to match that of the player. During this period, the playback picture from the recorder may be unstable; however, more accurate editing is available.

Note:
When driven in the external sync mode, the recorder is not affected by the player, so recordings with reduced jitter can be obtained. For this purpose, apply the same external sync signal to both units and set the SYNC switches of both units to EXT.

STEP 2 EDIT MODE SELECT

Assemble Editing

- For assemble editing, press the ASSEM button to ON in advance. This button cannot be pressed to ON or OFF after starting editing.
- In the Assemble Edit mode, all signals (video, audio-1 and audio-2) are recorded.

Insert Editing

- For insert editing, press one or more INSERT buttons to ON according to the signals to be inserted (video, audio-1 or audio-2).
- During insert editing, the INSERT buttons can be pressed to ON or OFF at any time independently.

AUTOMATIC EDITING TECHNIQUE A

Use Technique A when both the starting and ending of an edit are to be controlled automatically. Refer to chart A. (p. 12)

STEP 1 PREPARATION

Refer to STEP 1 above.

STEP 2 EDIT MODE SELECT

Refer to STEP 2 above.

STEP 3 EDIT POINT ENTRY

PLAYER

1. Set the player in the Playback mode. The entry indicators for the player will flash.
2. Locate the desired edit-in point using the search/jog dial and engage the Still mode. (For details on search/jog refer to page 7.)
3. Press the IN button of the PLAYER MEMORY section and the ENTRY button simultaneously to enter the edit-in point.
4. Locate the desired edit-out point.
5. Press the OUT and ENTRY buttons simultaneously to enter the edit-out point.

RECORDER

1. Set the recorder in the Playback mode. The entry IN indicator for the recorder will flash.
2. Locate the desired edit-in point.
3. Press the IN button of the RECORDER MEMORY section and the ENTRY button simultaneously to enter the edit-in point.
4. If the edit-out point has not been entered for the player in the Insert Edit mode, locate the edit-out point.
5. Press the OUT and ENTRY buttons simultaneously to enter the edit-out point.

Notes:

- It is necessary to enter the edit-in point for both the recorder and player. The edit-out point has to be entered for only one VCR depending on the edit mode used. In the Assemble Edit mode, enter it for the player. In the Insert Edit mode, enter it for either VCR as occasion calls. Because the edit-out point entered for the recorder has priority, it is not possible to enter an edit-out point for the player if one has already been entered for the recorder. To enter an edit-out point for the player in such a case, first cancel the edit-out point entered for the recorder.
- When an edit point has been entered, the corresponding entry indicator remains lit.
- If an edit point is newly entered, the previously entered edit point is automatically cancelled.
- Entering of edit points is possible while the VCR is in the normal Playback mode or in the Search mode.
- When both VCRs have edit-out points entered, if an edit-in point is entered for either VCR, the edit-in point of the other VCR will be determined automatically.

STEP 4 EDIT PREVIEW

- Step 4 can be omitted to proceed directly to step 6.

1. Put both the player and recorder in the Still mode.
2. Press the EDITING PREVIEW button.
   - Both VCRs will enter the Preroll mode.
   - After completion of prerolling, both VCRs will start playback and, at the edit-in point, preview editing will start automatically.
   - At the edit-out point, preview editing will stop automatically. No actual recording takes place during the operation.

Note:
If you wish to preview only the edit-in point (in the case of time-consuming long edits, for example), end preview editing by pressing the EDITING STOP button.

STEP 5 EDIT POINT CORRECTION

- If there is no need to correct the edit points, proceed to step 6.

To alter the edit points extensively

Enter new edit points following the instructions in step 3. The previously entered edit points are automatically cancelled.

To correct the edit points by a few frames

1. Put the relevant VCR in the Still mode.
2. Correct the edit points using the button on the PLAYER MEMORY or RECORDER MEMORY section accordingly.
   - To correct the edit-in point, press the SHIFT + or – button while pressing the IN button.
   - To correct the edit-out point, press the SHIFT + or – button while pressing the OUT button.

Notes:

- Use the SHIFT "–" button for correction in the reverse direction; the SHIFT "+" button for correction in the forward direction. Each pressing shifts the edit point by one frame.
- During shifting, the contents of the corresponding edit point memory will be indicated on the counter display.
- If you wish to preview the edit after correction of the edit point, go back to step 4.

STEP 6 EDIT PERFORM

1. Put both the player and recorder in the Still mode.
2. Press the EDITING PERFORM button
   - Actual recording will take place in this operation with the same process being performed as with preview editing.
   - Recording stops automatically at the edit-out point.
   - The recorder will continue recording (in the Assemble Edit mode) or playback (in the Insert Edit mode) for about 1 second and, after automatic rewind, enter the Still mode at the edit-out point.

STEP 7 EDIT REVIEW

- This step can be omitted when not requried.

1. Press the REVIEW button.
   - The tape on the recorder will be rewound to a point about 4 seconds of program time prior to the edit-in point of the edit that has been made immediately before and playback will start automatically.
   - About 1 second after passing the edit-out point, the recorder will automatically stop in the Still mode.

Note:
With systems not using external sync, the recorder will not be servo-locked.

2. To end reviewing manually, press the EDITING STOP button at any time.

Note:

- When reviewing is stopped manually in the middle of an edit, press the GO TO button while pressing the OUT button of the RECORDER MEMORY section; this will fast forward the tape and stop it at the edit-out point in the Still mode.

Proceed to the next edit.

AUTOMATIC EDITING TECHNIQUE B

Use Technique B when only starting of an edit is to be controlled automatically. Refer to chart B. (p. 12)

With preview editing

STEP 1 PREPARATION

Refer to STEP 1 on page 9.

STEP 2 EDIT MODE SELECT

Refer to STEP 2 on page 9.

STEP 4 EDIT PREVIEW

1. Put both the player and recorder in the Still mode.
2. Press the PREVIEW button.
   - The corresponding tape positions on the player and recorder are entered as edit-in points automatically. And both VCRs start prerolling.
   - After completion of prerolling, both VCRs start playback automatically and switch to preview editing at the edit-in points.

   Note:
   - If the edit-in points have already been entered before the PREVIEW button is pressed, pressing the PREVIEW button does not change the entered edit-in points and prerolling takes place in reference to these edit-in points.
3. To stop preview editing, press the EDITING STOP button.

STEP 5 EDIT POINT CORRECTION

Refer to STEP 5 on page 10.

STEP 6 EDIT PERFORM

1. Put both the player and recorder in the Still mode at the edit-in points.
2. Press the EDITING PERFORM button.
3. To stop editing, press the EDITING STOP button.

STEP 7 EDIT REVIEW

Refer to STEP 7 on page 10.

Proceed to the next edit.

Without preview editing

STEP 1 PREPARATION

Refer to STEP 1 on page 9.

STEP 2 EDIT MODE SELECT

Refer to STEP 2 on page 9.

STEP 6 EDIT PERFORM

1. Put both the player and recorder in the Still mode.
2. Press the EDITING PERFORM button.
   - The corresponding tape positions on the player and recorder are entered as edit-in points automatically. Both VCRs start prerolling.
   - After completion of prerolling, both VCRs start playback and switch to recording at the edit-in points.

   Note:
   - If the edit-in points have already been entered before the PERFORM button is pressed, pressing the PERFORM button does not change the entered edit-in points and prerolling takes place in reference to these edit-in points.
3. To stop editing, press the EDITING STOP button.
4. The recorder will continue recording (in the Assemble Edit mode) or playback (in the Insert Edit mode) for about 1 second and, after automatic rewind, enter the Still mode at the edit-out point.

STEP 7 EDIT REVIEW

Refer to STEP 7 on page 10.

Proceed to the next edit.

CHART-A

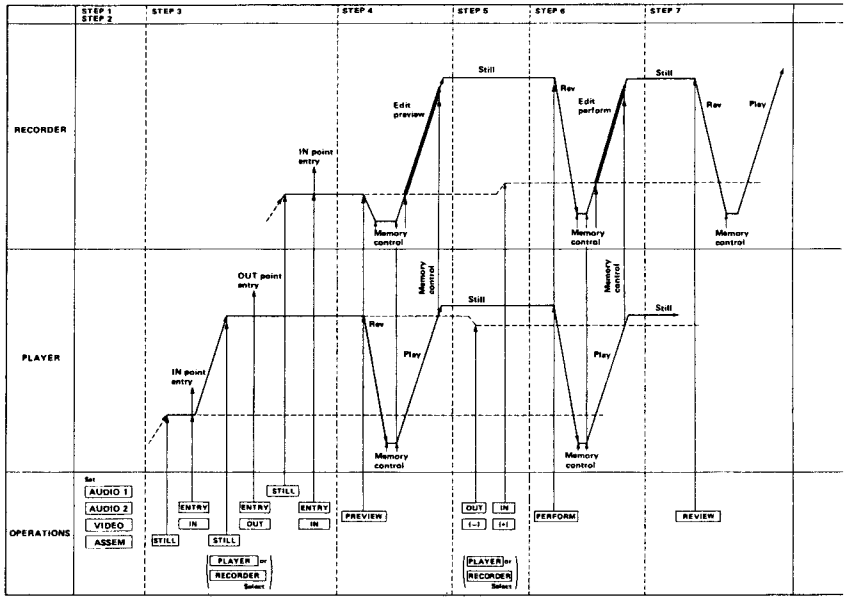
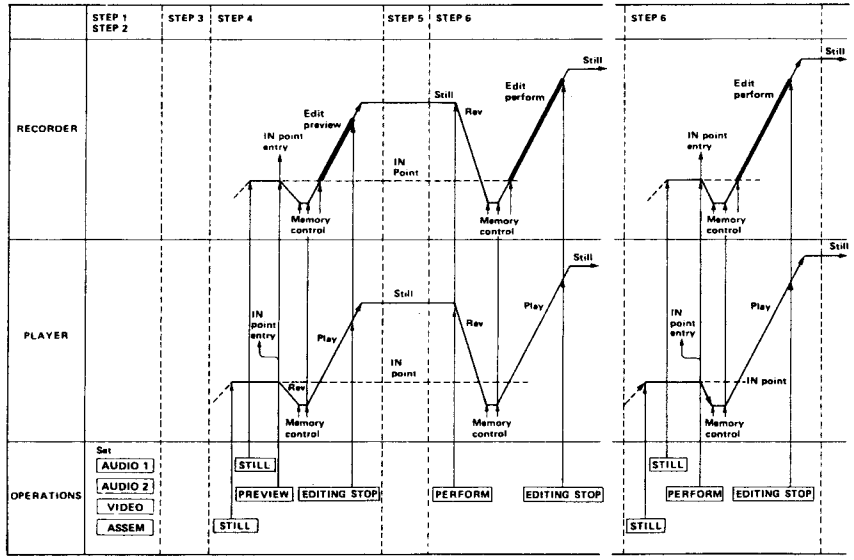
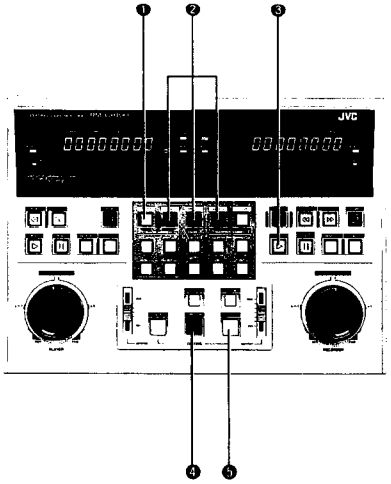


CHART-B



MANUAL EDITING



- Connect a video camera to the recorder or apply necessary input signals to the recorder.

(1) Select the desired edit mode.
- For assemble editing, press the ASSEM button ❶ to ON.
- For insert editing, press one or more of the INSERT buttons ❷ depending on the signals to be inserted.

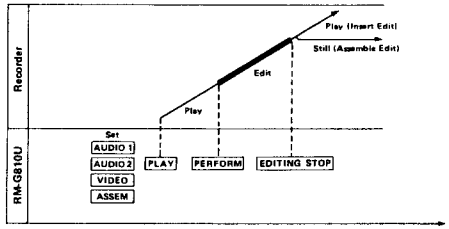
(2) Press the PLAY button ❸ of the RECORDER control section.

(3) Press the EDITING PERFORM button ❹ at a point where recording of new material should start.

(4) Press the EDITING STOP button ❺ to stop recording.

(5) In the Insert Edit mode, the recorder will continue playback. In the Assemble Edit mode, it will continue recording for about 1 second and, after automatic rewind, enter the Still mode where the EDITING STOP button was pressed.

Note:
- Memorized edit points, if any, have priority even in manual editing. Be cautious.

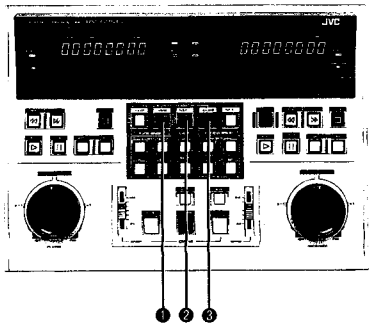


SUPPLEMENTAL INFORMATION ON EDITING

PREROLLING

Prerolling means rewinding the tape to a point prior to the entered edit-in point. When the recorder and player start editing, the prerolled section is played back on both VCRs. Because of this, both VCRs can attain their steady-state performance before they reach the edit-in points, resulting in stable edits.

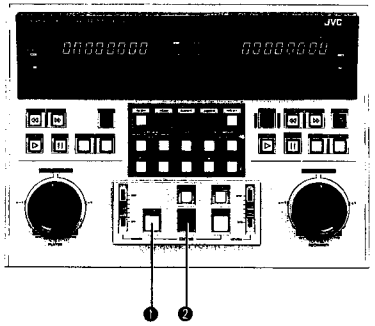
INSERT EDITING



During insert editing, the INSERT buttons (❶ VIDEO, ❷ AUDIO-1, and ❸ AUDIO-2) can be switched ON and OFF independently. For example, it is possible to start insert editing with the VIDEO button ON and then later start inserting sound in the audio-1 track by pressing the AUDIO-1 button to ON. This split inserting technique can be applied to any signal channel (video, audio-1 and audio-2).

Note:
Insert editing will stop automatically if normal control signals are not recorded on the tape on the recording deck. This is indicated by an electronic buzzer. To cancel editing, press the EDITING STOP button.

PREVIEW AND PERFORM BUTTONS



These buttons ❶ and ❷ can be engaged only when both the player and recorder are in the Still mode.
- If an edit-in point has been entered, prerolling takes place immediately when one of these buttons is pressed.
- If no edit-in point has been entered, the point where one of these buttons is pressed is entered as an edit-in point and prerolling takes place in reference to this point. After completion of prerolling on both VCRs, they start playback and then switch to editing automatically at the edit-in point.

Notes:
- If you wish to cancel editing during prerolling, press the EDITING STOP button or the PAUSE/STILL button for the recorder.
- If you wish to stop editing after automatic editing has started, press the EDITING STOP button.

ENDING OF EDITS

When an edit is ended at the entered edit-out point or manually by pressing the EDITING STOP button, the VCRs perform the following operations.

At the end of preview
Both VCRs continue playback for one second, and then enter the Still mode. The entered edit points will not be cancelled.

At the end of actual editing (PERFORM)
In the Assemble Edit mode, the player continues playback for about 1 second and enters the Still mode, while the recorder continues recording for 1 second, returns to the edit-out point and then enters the Still mode.
In the Insert Edit mode, the player's operation is the same as above, but the recorder switches to playback at the edit-out point and, after about 1 second of playback, returns to the edit-out point and enters the Still mode. The entered edit points will be automatically cancelled, although the tape counter readings remain.

AUTOMATIC ENTRY OF AN EDIT-IN POINT

When an edit-out point has been entered for both the player and recorder and an edit-in point has been entered for one VCR, the edit-in point for the other VCR is automatically determined (calculated from the lap time on one VCR) and entered as the edit-in point.

Note:
If an edit-in point has been entered for both the player and recorder, the edit-out point has to be entered for only one unit. Because the recorder has priority for entry of an edit-out point, if the edit-out point is to be determined for the player, make sure that no edit-out point has been entered for the recorder. If entered, cancel it first.

FUNCTION SELECT SWITCHES

Edit-in timing adjustment

Sw. No. \ Frame setting	-3 frames	-2 frames	-1 frame	0 frame
1	OFF	ON	OFF	ON
2	OFF	OFF	ON	ON

Switches 1 and 2 control the timing of edit start at edit-in points of the recorder.

The appropriate timing for each applicable recorder model is as follows:

- S-VHS Editing Recorder BR-S810U: -2 frames
- VHS Editing Recorder BR-8600U : 0 frame
- MII Editing Recorder KR-M800U : -3 frames
- U-VCR Editing Recorder CR-850U : -3 frames

Preroll timing adjustment

Sw. No. \ Preroll time	3 sec.	5 sec.	7 sec.	10 sec.
3	ON	OFF	OFF	ON
4	OFF	OFF	ON	ON

Switches 3 and 4 control the preroll time.

With the preroll time set to 7 or 10 sec., the capstan bump mode is available for higher editing accuracy.

Recorder reference signal selection

Sw. No. \ Reference signal	CTL Signal	FG Signal
5	ON	OFF
6	OFF	ON

Switches 5 and 6 control recorder reference signal selection between the CTL and FG signals. Normally select the CTL signal. With the BR-8600U, select the FG signal.

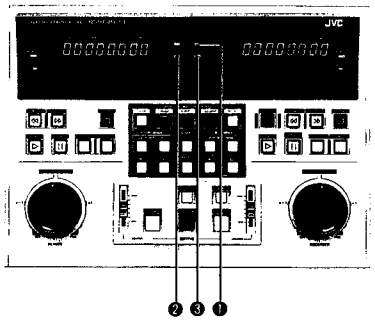
Player reference signal selection

Sw. No \ Reference signal	CTL Signal	FG Signal
7	ON	OFF
8	OFF	ON

Switches 7 and 8 control player reference signal selection between the CTL and FG signals. Normally select the CTL signal. With the BR-7700U/BR-8600U, select the FG signal.

ADDITIONAL FACILITIES AND OPERATIONS

RESETTING THE TAPE COUNTER

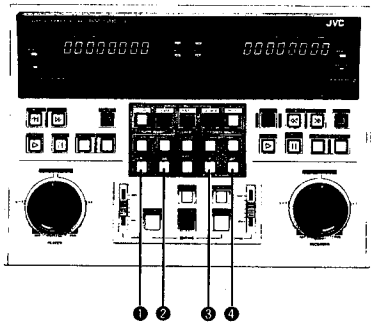


1. Press the LAP button ❶ to OFF.
   The display will be changed to the tape counter.
2. To reset the tape counter for the player, press the RESET button ❷ .
   To reset the tape counter for the recorder, press the RESET button ❸ .

CAUTION:

- Pressing the RESET button also clears the edit-point memory and lap time.
- The tape counter cannot be reset during prerolling or automatic editing.

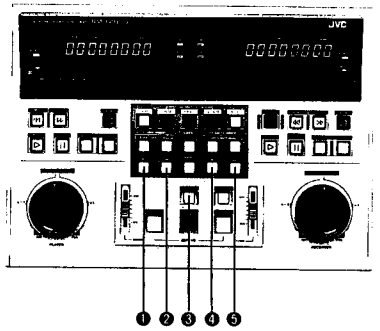
READING THE EDIT POINT MEMORY



To display the contents of the edit-point memory, proceed as follows:
To display the edit-in or edit-out point for the player, press and hold the IN ❶ or OUT ❷ button accordingly. To display the edit-in or edit-out point for the recorder, press and hold the IN ❸ or OUT ❹ button accordingly. Only while the corresponding button is being pressed, the display shows the counter reading of the corresponding edit point.

Note:
The display remains blank if no edit point has been entered.

CALLING UP THE EDIT POINT ON THE MONITOR (GO TO) FUNCTION



To check the picture at the edit point on the monitor, proceed as follows:
To call up the edit point for the player, press the IN ❶ or OUT ❷ button and the GO TO button ❸ simultaneously.
To call up the edit point for the recorder, press the IN ❹ or OUT ❺ button and the GO TO button ❸ simultaneously.
The player or recorder will run the tape automatically to the called-up edit point and enter the Still mode.

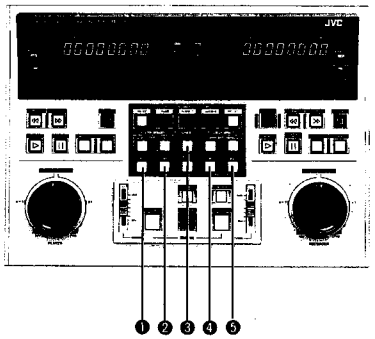
DISPLAY OF THE DURATION OF EDITS

If both the edit-in and edit-out points have been entered, the duration of the edit (the time between the edit-in point and the edit-out point) can be displayed in hours, minutes, seconds and frames. To obtain this display, proceed as follows: Press the IN and OUT buttons simultaneously. Then the counter display will show the duration of the relevant edit.

Note:

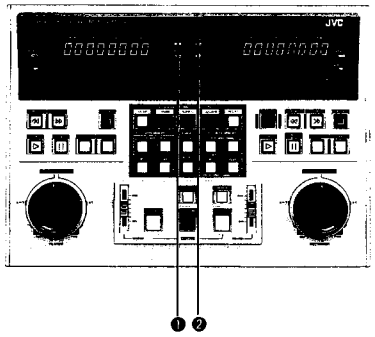
- If only the edit-in point has been entered, the counter reading of the edit-in point will be shown. The same applies to the edit-out point.
- If no edit point has been entered, the display will remain blank.

CANCELLING THE ENTERED EDIT POINTS



To cancel the edit point for the player, press the CANCEL button ❸ while pressing the IN ❶ or OUT ❷ button as necessary.
To cancel the edit point for the recorder, press the CANCEL button ❸ while pressing the IN ❹ or OUT ❺ button as necessary.
The relevant entry indicator will extinguish to show that the entry has been cancelled.

LAP TIME COUNTER



The RM-G810U incorporates a lap timer which shows the elapsed editing time. When an edit-in point has been entered, the elapsed time from this edit-in point is indicated. If the edit-in point of the current edit has not been entered, the elapsed time from the edit-in point of the previous edit is indicated.

To display the lap time

Press the LAP button ❶ to display the lap time on the player, and the LAP button ❷ to display the lap time on the recorder. To switch the display to the tape counter, press the corresponding LAP button to OFF.

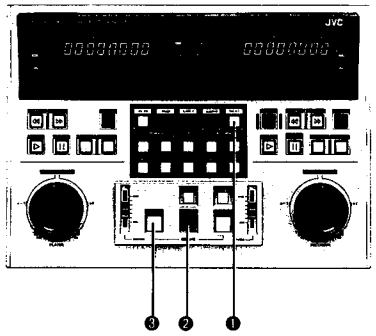
To clear the lap time

Press the LAP button to ON and press the RESET button. Then the lap time and edit-point memory will be cleared.

Note:

The lap time is automatically cleared when a new edit-in point is entered.

REC-EE BUTTON



The REC-EE button enables the recorder's input signal (signal from the player) to be monitored on the TV monitor connected to the recorder. This means only one TV monitor is required for simple editing.
To view the signal from the player on the TV monitor connected to the recorder, press the REC-EE button ❶.
To cancel this E-E mode, press the REC-EE button once again.
Pressing the EDITING PERFORM ❷ or EDITING PREVIEW ❸ button also cancels the E-E mode and engages the corresponding mode.

INFORMATION ON COUNTER DISPLAY

This display warns that the VTR's power switch is OFF.

SPECIFICATIONS

Power source	: DC 12 V ⎓
Power consumption	: 6.6 W
Operating temperature range	: 5°C to 40°C
Dimensions	: 430(W) x 118(H) x 322(D) mm
Weight	: 6.0 kg (13.3 lbs)
VCR controls	
Control buttons	: PLAY, REC, FF, REW, STOP, PAUSE/STILL, SEARCH, JOG
Dial search	: Continuously variable depending on the player and recorder models used.
Jog dial	: Provided
Editing controls	
Edit modes	: Assemble and Insert
Edit-point memory	: Edit-in and edit-out points held in memory (preview, perform and review possible)
Edit-point shift	: Possible by frame in both directions
Editing accuracy	: Within ±2 frames
Preroll time	: Selectable 3 sec, 5 sec, 7 sec 10 sec
Counter display	
Time counter	: Up to 9 hours, 59 minutes, 59 seconds, 29/24 frames
Display	: Total time/elapsed time of an edit/ edit-in and edit-out points/edit duration
Display medium	: LED

Accessories

Remote control cable x 2 (5 m/16 ft)